

Analogy Card Games™

by Sherry C. Keller

Skills

- semantics
- analogies

Ages

- 6 through 11

Grades

- 1 through 6

Evidence-Based Practice

- Children with language disorders showed significant improvement on direct intervention and instruction in analogical reasoning (Masterson & Perrey, 1999).
- Effective vocabulary instruction strategies engage the student and require higher-level cognitive processing. These strategies include using new words in novel sentences based on connections to prior knowledge, identifying synonyms and antonyms, analyzing word features, and using visual aids (Kester-Philips, Foote, & Harper, 2008).
- Students need to understand semantic connections among words. It may be necessary to target understanding of basic concepts that underpin the vocabulary required to access the curriculum (Taylor-Goh, 2005).
- Association is a powerful way of connecting new vocabulary to well-established vocabulary (Bromley, 2007).

Analogy Card Games incorporates these principles and is also based on expert professional practice.

References

- Bromley, K. (2007). Nine things every teacher should know about words and vocabulary instruction. *Journal of Adolescent & Adult Literacy*, 50(7), 528-537.
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About the Author



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In her spare time, Sherry enjoys bowling, reading, golf, walking her dog, and spending time with her family. *Analogy Card Games* is Sherry's first publication with LinguSystems.

Introduction

An analogy is a logic form in which words are compared in a specific pattern, such as this one:

collar is to shirt as sleeve is to sweater

Analogies are used in many standardized tests to assess students' abilities to analyze word relationships. One word is usually left out of the analogy; the student must supply the missing word that will duplicate the relationship between the words in the first half of the analogy:

collar is to shirt as sleeve is to _____

In this case, the relationship of the words in the first half is that a collar is part of a shirt. To complete the second half of this analogy, one must apply the same relationship; a sleeve is part of a _____. The answer could be any piece of clothing that normally can have a sleeve:

collar is to shirt as sleeve is to sweater

Children with language problems often have difficulty understanding and, therefore, completing an analogy. They fail to detect the relationship between the two words in the first part of the analogy. The ultimate purpose of *Analogy Card Games* is to teach students how to complete written analogies correctly. By participating in the hierarchy of activities

and games, students will learn to determine the types of word relationships in partial (half) analogies and to successfully complete whole analogies.

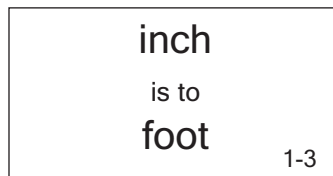
There are three decks of cards and one set of heading cards in *Analogy Card Games*. Each deck of cards contains 52 partial analogies (or 26 complete analogies when pairs of cards are matched by the same type of word relationship) and two Wild Cards. The decks are arranged in order of the difficulty of the vocabulary words used. These decks correspond to the following grade levels:

Deck 1 Grades 1-2

Deck 2 Grades 3-4

Deck 3 Grades 5-6

For more advanced students, cards from the three decks may be combined. Each card is numbered in the lower right-hand corner; for example, the card below is the third card in Deck 1:



The heading cards are used to help students sort the partial analogy cards by the types of word relationships they represent. They may also be used as prompts to help students remember key word relationships during any of the other activities or games. Note that these headings include only the most common analogy relationships, including these:

Antonyms (Opposites)	Same Category
Synonyms	Description
Homophones	Sequence
A Part Of	Location
A Kind Of	Tells the Use

Once students have mastered these word relationships, encourage them to keep a list of other analogy relationships they encounter in their classwork and reading.

Hierarchy of Activities and Games

1. Preteach the Necessary Concepts

The activities and games in *Analogy Card Games* require students to understand and talk about the following terms:

Word	Meaning
matching	pairing or grouping words that go together in some way <i>Examples:</i> A circle and a square are both shapes. crayon is to color as stove is to cook
word associations	words that go together in some way <i>Example:</i> thumb, hand (A thumb is part of a hand.)
category	a group of things that are alike in some way <i>Example:</i> A shoe and a sock are both clothing.
analogy	a special way to show how words are related to each other <i>Example:</i> work is to play as come is to go (analogy form) Work is the opposite of play as come is the opposite of go . (sentence form)
partial analogy	half of a complete analogy <i>Example:</i> work is to play
antonyms	words that are opposites of each other <i>Example:</i> Big is the opposite of little .
synonyms	words that mean the same or almost the same thing <i>Example:</i> Small and little mean the same thing.

Word	Meaning
homophones	words that sound the same but have different meanings and may be spelled the same or differently <i>Example:</i> write, right
a part of	one part of something <i>Example:</i> A wheel is part of a bicycle.
a kind of	one member of a category <i>Example:</i> A spoon is a kind of silverware.
sequencing	arranging in order by quantity, size, age, time, or intensity <i>Examples:</i> 1, 4, 8, 10 (quantity) ant, mouse, dog, lion (size) baby, child, adolescent, adult (age) day, week, month, year (time) whisper, talk, yell (intensity)
location	a place where something happens or is found <i>Example:</i> A pig is on a farm.
use	what something does or what we do with something <i>Examples:</i> We use a hammer to pound. A knife cuts or slices.
description	what something looks like, feels like, tastes like, sounds like, or smells like; what color/size/shape/texture/taste something is; what parts something has <i>Examples:</i> Lemonade is cold. A cat has whiskers.

Check to make sure students thoroughly understand these concepts before introducing the rest of the activities or games in *Analogy Card Games*. Teach students how to transpose sentences into analogies and analogies into sentences.

Examples: **trunk** is to **tree** as **mane** is to **horse**

A trunk is part of a tree as a mane is part of a horse.

A leopard has spots as a zebra has stripes.

leopard is to **spots** as **zebra** is to **stripes**

2. Classify the Partial Analogy Cards

Determine how many heading cards to use, based on the students' ages, levels of understanding, and attention. Place the heading cards face-up on a table with room below for students to make columns of partial analogy cards that match the various headings. Review the meaning of each heading and ask the students to give examples for each heading.

Give each student several partial analogy cards. Ask one student at a time to first determine the type of relationship between the two words on the card (see the concepts listed on pages 4-5). Then ask the student to place each card under the correct heading card. As a reference, the partial analogy cards are charted on pages 10-18 in this booklet. Encourage students to create their own partial analogies for the Wild Cards.

Explain to students that sometimes a partial analogy card may be placed under more than one heading; for example, **inch** is to **foot** could go under A Part Of (an inch is part of a foot) or under Sequence (an inch is smaller than a foot). In such cases, allow the student to place the card under either appropriate heading. Also accept reasonable answers that may differ from the chart.

3. Match the Partial Analogy Cards

Select several partial analogy cards that could be combined to make complete analogies. Place several of these cards face-up on a table. (Do not use the Wild Cards for this activity.)

Ask a student to analyze the word relationships on the cards and to find two partial analogy cards that make a correct, complete

analogy. For a variation of this idea, place the cards face-up on the table and have the student roll a die to determine how many correct analogies must be found.

4. Memory Game

Select several partial analogy cards that could be combined to make complete analogies. Place these cards face-down on a table. (Do not use the Wild Cards for this game.)

Have each student take turns turning two cards over at a time. The student taking a turn should explain the word relationships on the two cards. Then the student should determine whether the two cards could be combined to form a correct analogy. If they do, the student keeps the cards and takes another turn. If they do not, the student turns the cards face-down and the next player takes a turn. Play continues until all cards are matched to form correct analogies.

5. Complete the Analogy

Ask a student to select a partial analogy card. Have the student determine the type of word relationship the card shows. Use the heading cards, if needed, as a reminder of the possible relationships. Ask the student to complete the analogy either verbally or in written form to demonstrate understanding. (Include the Wild Cards for more advanced students doing this activity.)

6. Card Game for Analogy Completion

Give each player a die. Select an appropriate deck of partial analogy cards. (Do not include the Wild Cards.) Shuffle the deck and deal each player the same number of cards face-down in a pile. Players may not look at their cards.

To begin the game, ask the students to simultaneously turn over the top card on their piles.

Each student rolls a die. The person who rolls the highest number verbally completes the analogy for each player's card that was turned over. If he successfully completes each analogy, he keeps the cards and each player then turns over the next card on his pile. If he does not successfully complete each analogy, he keeps only

the correctly completed cards and the other players roll the die to determine who gets a chance to win the remaining card/cards. Play continues until all the cards have been turned over and analogies have been completed for each one. The player with the most cards at the end of the game wins.

7. Read and Complete

Select an appropriate deck of partial analogy cards. Sort the card deck into pairs of partial analogies that form complete analogies. (Do not use the Wild Cards for this activity.)

Take turns reading the analogies leaving out one of the words (**fire** is to **hot** as **ice** is to ____; **toe** is to ____ as **finger** is to **hand**). Ask the student to verbally complete the analogy.

A variation of this activity is to write the analogy, leaving one word out, and have the student write an appropriate word in the blank.

8. Pick Four

Select and write ten to twenty words from the lists on pages 19-24. The words are grouped in sets of four that would make a complete analogy. Include at least one set of four words that could be used to form a correct analogy. Have the student choose four words from the presented list and say or write a complete, correct analogy.

9. Go Fish (for older or more advanced students)

Select an appropriate deck of partial analogy cards. Remove the Wild Cards and shuffle the deck. Deal seven cards to each player. Place the remaining cards face-down in a drawing pile.

To take a turn, a player asks another player a question such as any of the following. This activity will assess whether the **person who asks the question** has analyzed the partial analogy correctly.

“Do you have a card that has antonyms (or opposites)?”

“Do you have a card that has synonyms?”

“Do you have a card that has homophones?”

“Do you have a card with words that are a part of something?”

“Do you have a card with words that are a kind of something?”

“Do you have a card with words in the same category?”

“Do you have a card with words that describe something?”
“Do you have a card with words in a sequence?”
“Do you have a card with words that show the location of something?”
“Do you have a card with words that tell how something is used?”

Another variation is to have the person ask questions such as those listed below, which would assess whether the **other** players have analyzed the partial analogies correctly.

“Do you have a card that goes with *cat is to dog*?”
“Do you have a card that goes with *kind is to nice*?”
“Do you have a card that goes with *hair is to hare*?”
“Do you have a card that goes with *hot is to cold*?”
“Do you have a card that goes with *one is to two*?”
“Do you have a card that goes with *hammer is to pound*?”
“Do you have a card that goes with *breakfast is to meal*?”
“Do you have a card that goes with *eraser is to pencil*?”
“Do you have a card that goes with *teacher is to classroom*?”

If the player receives a correct match, he places that pair of cards face-down in front of him and he may ask another question to try to get another matched pair of cards. If the player does not receive a correct match, he draws the top card from the drawing pile. If the card forms a match with a card in the player's hand, the player may take another turn. If the card doesn't match a card in the player's hand, the player's turn is over and play passes to the person on the player's left. The first player to run out of cards in his hand wins the game.

Chart of Analogy Types

Deck 1	Antonyms	Synonyms	Homophones	A Part Of	A Kind Of	Same Category	Description	Sequence	Location	Tells the Use
1. big:little	X									
2. large:small	X									
3. inch:foot				X				X		
4. foot:yard				X				X		
5. crayon:color										X
6. stove:cook										X
7. teacher:classroom									X	
8. clown:circus									X	
9. work:play	X									
10. come:go	X									
11. thumb:hand				X					X	
12. toe:foot				X					X	
13. petal:flower				X					X	
14. leaf:tree				X					X	
15. kitchen:cook									X	X
16. bedroom:sleep									X	X
17. pig:farm									X	
18. lion:zoo									X	

Chart of Analogy Types

Deck 1, continued	Antonyms	Synonyms	Homophones	A Part Of	A Kind Of	Same Category	Description	Sequence	Location	Tells the Use
19. shovel:tool					X					
20. fork:silverware					X					
21. breakfast:meal					X					
22. banana:fruit					X					
23. together:apart	X									
24. early:late	X									
25. bear:bare			X							
26. hair:hare			X							
27. hammer:pound										X
28. knife:cut										X
29. center:middle		X								
30. below:under		X								
31. eight:ate			X							
32. night:knight			X						X	
33. tree:forest				X					X	
34. flower:garden				X					X	
35. shoe:sock						X				
36. coat:hat						X				

Chart of Analogy Types

Deck 1, continued	Antonyms	Synonyms	Homophones	A Part Of	A Kind Of	Same Category	Description	Sequence	Location	Tells the Use
37. second:minute				X		X		X		
38. minute:hour				X		X		X		
39. salt:pepper						X				
40. waffle:pancake						X				
41. juice:cold							X			
42. coffee:hot							X			
43. morning:afternoon						X		X		
44. afternoon:night						X		X		
45. huge:large		X								
46. small:little		X								
47. doctor:hospital									X	
48. banker:bank									X	
49. behind:in back of		X								
50. beside:next to		X								
51. ship:boat		X								
52. jet:airplane		X								

Chart of Analogy Types

Deck 2	Antonyms	Synonyms	Homophones	A Part Of	A Kind Of	Same Category	Description	Sequence	Location	Tells the Use
1. tail:tale			X							
2. add:ad			X							
3. princess:castle									X	
4. prisoner:cell									X	
5. bored:board			X							
6. war:wore			X							
7. journey:travel		X								
8. vacation:trip		X								
9. noun:person, place, or thing		X								X
10. verb:action word		X								X
11. pedal:bicycle				X					X	X
12. brake:car				X					X	
13. skin:potato				X					X	
14. peel:banana				X					X	X
15. snowy:weather					X					
16. tornado:storm					X					
17. whisper:talk								X		
18. talk:yell								X		

Chart of Analogy Types

Deck 2, continued	Antonyms	Synonyms	Homophones	A Part Of	A Kind Of	Same Category	Description	Sequence	Location	Tells the Use
19. repair:fix		X								
20. pall:bucket		X								
21. disturb:bother		X								
22. content:satisfied		X								
23. bitter:sweet	X									
24. thirst:hunger	X									
25. sea gull:pigeon						X				
26. mosquito:bee						X				
27. bow:arrow						X				
28. rod:reel						X				
29. tea:coffee						X				
30. soda pop:milk						X				
31. magazine:read										X
32. story:tell										X
33. ship:harbor									X	
34. airplane:airport									X	
35. actor:stage									X	
36. lifeguard:pool									X	

Chart of Analogy Types

Deck 2, continued	Antonyms	Synonyms	Homophones	A Part Of	A Kind Of	Same Category	Description	Sequence	Location	Tells the Use
37. cab:taxi		X								
38. train:locomotive		X								
39. nightgown:robe						X				
40. hat:gloves						X				
41. raincoat:umbrella						X				
42. helmet:kneepads						X				
43. desk:furniture					X					
44. microwave:appliance					X					
45. leopard:spots							X		X	
46. zebra:stripes							X		X	
47. collar:shirt									X	
48. sleeve:sweater									X	
49. pitch:baseball										X
50. bounce:basketball										X
51. pond:lake						X		X		
52. lake:ocean						X		X		

Chart of Analogy Types

Deck 3	Antonyms	Synonyms	Homophones	A Part Of	A Kind Of	Same Category	Description	Sequence	Location	Tells the Use
1. wait:weight			X							
2. right:write			X							
3. gym:Jim			X							
4. mane:main			X							
5. clarinet:saxophone						X				
6. trumpet:trombone						X				
7. clarinet:woodwind					X					
8. drum:percussion					X					
9. multiply:divide	X					X				
10. multiplication:division	X					X				
11. smokestack:roof				X					X	
12. shutter>window				X					X	
13. infant:nursery									X	
14. food:pantry									X	
15. attack:assault		X								
16. demolish:destroy		X								
17. cirrus:cloud					X					
18. earthquake:natural disaster					X					

Chart of Analogy Types

Deck 3, continued	Antonyms	Synonyms	Homophones	A Part Of	A Kind Of	Same Category	Description	Sequence	Location	Tells the Use
19. definite:doubtful	X									
20. public:private	X									
21. bleacher: fans									X	
22. bookshelf:books									X	
23. blood:vein									X	
24. air:windpipe									X	
25. state:country				X				X		
26. country:continent				X				X		
27. circular:triangular						X				
28. triangular:rectangular						X				
29. blizzard:snowstorm		X				X				
30. thundershower:rainstorm		X				X				
31. duet:trio						X		X		
32. trio:quartet						X		X		
33. courtroom:orderly							X			
34. restaurant:noisy							X			
35. stem:plant				X					X	
36. trunk:tree				X					X	

Chart of Analogy Types

Deck 3, continued	Antonyms	Synonyms	Homophones	A Part Of	A Kind Of	Same Category	Description	Sequence	Location	Tells the Use
37. mane:stallion				X						
38. rattle:snake				X						
39. listen:stethoscope										X
40. look:microscope										X
41. club:golf										X
42. racquet:tennis										X
43. detergent:clothes										X
44. shampoo:hair										X
45. innocent:guilty	X									
46. succeed:fail	X									
47. recipe:kitchen									X	
48. menu:restaurant									X	
49. word:sentence				X				X		
50. sentence:paragraph				X				X		
51. freshman:sophomore						X		X		
52. junior:senior						X		X		

Word List for “Pick Four” Game

Grades 1-2

end	father	soda pop	librarian
finish	mother	drink	library
begin	dad	candy	farmer
start	mom	eat	farm
	inside	yesterday	sheep
	outside	today	lamb
five	over	today	hen
fifth	under	tomorrow	chick
eight			
eighth	sit	grandmother	crust
	stand	grandfather	pie
angry	give	grandma	frosting
mad	take	grandpa	cake
afraid			
frightened	one	crayon	quick
	two	color	fast
first	three	pencil	autumn
second	four	write	fall
third			
fourth	jolly	firefighter	question
	merry	fire truck	answer
bread	grumpy	police officer	correct
toaster	grouchy	patrol car	incorrect
shoelace			
shoe	fall	dog	skate
	spring	rabbit	ice
thank	winter	cat	swim
thankful	summer	mouse	water
thought			
thoughtful	aunt	lunch	banker
	uncle	meal	bank
throw	niece	Cheerios	baker
catch	nephew	cereal	bakery
push			
pull	near	Wednesday	elephant
	close	weekday	trunk
this	above	Saturday	turtle
that	over	weekend	shell
these			
those	beet	yes	thirsty
	beat	no	drink
alarm	meet	hello	hungry
ring	meat	good-bye	eat
hammer			
pound	pint	sing	always
	quart	song	never
night	half-gallon	write	then
day	gallon	story	now
old			
young			

sled snow skate ice	lock key needle thread	listen hear watch see	penny nickel dime quarter
water drip ice melt	bike bicycle trike tricycle	silence noise whisper yell	buy sell save spend
shut close join connect	pond lake lake ocean	shop store read library	empty full long short
fish scales bird feathers	present absent lead follow	box bag jar bottle	way weigh tale tail
sugar sweet lemon sour	sad happy big little	lid jar handle basket	letters words sentences paragraphs
scissors cut stove cook	January March May July	fix repair make create	hide show lose find
train tracks rocket space	handle cup peel apple	eyes face ears head	candle dim lamp bright
water ocean sand desert	speak talk shout yell	feet legs hands arms	dark light night day
present gift spin twirl	hood jacket sleeve shirt	good bad best worst	night dark day light
sheep wool dog fur	town city state country	same different tall short	wash dry dirty clean
on off in out	shout yell giggle laugh	rich poor buy sell	cute pretty lovely beautiful

Grades 3-4

he		tie	horse
she		untie	corral
we	nurse	roll	bear
they	hospital	unroll	cave
	scientist		
me	lab	straight	knee
you		crooked	leg
mine	appear	sharp	elbow
yours	disappear	dull	arm
	arrive		
him	depart	winner	lose
her		loser	win
us	most	prince	loser
them	least	princess	winner
	many		
road	few	push	carpenter
rode		shove	hammer
mail	chimpanzee	rest	surgeon
male	mammal	relax	scalpel
	snake		
hop	reptile	pint	raise
jump		quart	lower
walk	mane	half-gallon	exit
step	main	gallon	entrance
	sale		
add	sail	bear	single
plus		bearskin	double
subtract	ceiling	deer	triple
minus	floor	deerskin	quadruple
	attic		
is	basement	hand	bee
are		arm	hive
was	captain	foot	dog
were	ship	leg	kennel
	pilot		
hot	airplane	statement	palm
cold		period	hand
warm	blast off	question	heel
cool	rocket	question mark	foot
	burst		
parade	balloon	ringmaster	ill
street		circus	sick
circus	million	cowhand	pain
tent	billion	ranch	ache
	billion		
look	trillion	loosen	coach
see		tighten	players
watch	saddle	fasten	boss
stare	horse	unfasten	employees
	leash		
smile	dog	cup	remain
grin		pint	stay
frown		quart	complete
scowl		gallon	finish

slice cut bake cook	either or neither nor	smooth rough weak strong	snowplow street snow shovel sidewalk
Dalmatian spots tiger stripes	whole part all piece	northern southern eastern western	exam test weary tired
fir willow daffodil tulip	fish scales frog skin	seashore coast slime sludge	distant far beneath below
knock pound tap hit	wicked evil terrible horrible	pleasant unpleasant kind unkind	brook creek stream river
principal teacher teacher student	addition subtraction numerator denominator	jigsaw puzzle refrigerator appliance	bacon pig roast cow
dozen twelve half dozen six	shipbuilder ship shoemaker shoe	agree disagree obey disobey	niece nephew sister brother
hundred hundredth thousand thousandth	inch foot foot yard	slumber sleep drowsy sleepy	motorboat water train tracks
ox oxen goose geese	yardstick measure scale weigh	past present present future	select choose clever smart
correct incorrect true false	water bathtub lemonade pitcher	coast ocean riverbank river	forward backward front rear
he'll she'll we'll they'll	nickel dime quarter half-dollar	happiness sadness like dislike	quicksand sink water float
author book reporter article	birth death alive dead	grandmother grandfather granddaughter grandson	blackberry blueberry cranberry strawberry

elf	grapefruit	peas	wrap
elves	juicy	green beans	present
wolf	apple	corn	unpack
wolves	crunchy	squash	suitcase
car	adult	sir	camel
automobile	child	madam	desert
train	male	Mr.	cow
locomotive	female	Mrs.	pasture
careless	buzz	jingle	purr
careful	bee	bell	cat
helpless	cluck	ring	squeak
helpful	chicken	telephone	mouse
inner	upstairs	uphill	king
outer	downstairs	downhill	castle
upper	indoors	upward	tenant
lower	outdoors	downward	apartment
damp	zip	water	lock
wet	jacket	freeze	unlock
drift	button	ice	pack
float	shirt	melt	unpack
pickle	lemonade	fir	whistle
cucumber	lemons	fur	blow
raisin	limeade	ark	alarm
grape	limes	arc	ring
burglar	pilgrim	watermelon	lion
thief	ship	cantaloupe	jungle
friend	pioneer	raspberry	bear
pal	covered wagon	strawberry	cave
soar	growl	fib	shopping
glide	bear	lie	center
pull	howl	obey	mall
tug	dog	mind	avenue
fair	southeast	baa	street
unfair	southwest	sheep	hotel
pleasant	northeast	honk	inn
unpleasant	northwest	goose	jail
write	story	meow	prison
rewrite	book	kitten	chalkboard
name	article	moo	blackboard
rename	magazine	calf	dictionary
loyalty	wear	student	glossary
allegiance	worn	classroom	
freedom	tear	doctor	
independence	torn	hospital	

Grades 5-6

freshman	hundred	lab	awkward
sophomore	thousand	laboratory	clumsy
junior	million	vet	powerful
senior	billion	veterinarian	strong
windshield	judge	airsick	sunrise
automobile	courtroom	plane	sunset
periscope	server	seasick	dawn
submarine	restaurant	boat	dusk
foghorn	farmland	disturbed	shouldn't
ship	rural	undisturbed	should not
rudder	shoreline	comfortable	wouldn't
boat	coastal	uncomfortable	would not
troops	similar	verse	luggage
army	alike	song	suitcases
fleet	dissimilar	stanza	paths
navy	unlike	poem	trails
plumber	teacher	gym	clutch
pipes	classroom	workout	cling
electrician	principal	barbershop	grip
wires	school	haircut	clasp
bobsled	invent	accept	rapid
snow	create	reject	swift
car	doze	capture	tardy
racetrack	sleep	release	late
hoof	blind	catsup	veil
horse	eye	tomatoes	bride
talon	deaf	pickles	uniform
eagle	ear	cucumbers	nurse
jaw	increase	chapter	isn't
bone	decrease	book	aren't
kidney	more	line	wasn't
tissue	less	verse	weren't
	absent	prison	litter
	present	stockade	puppies
	background	tepee	flock
	foreground	wigwam	sheep

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